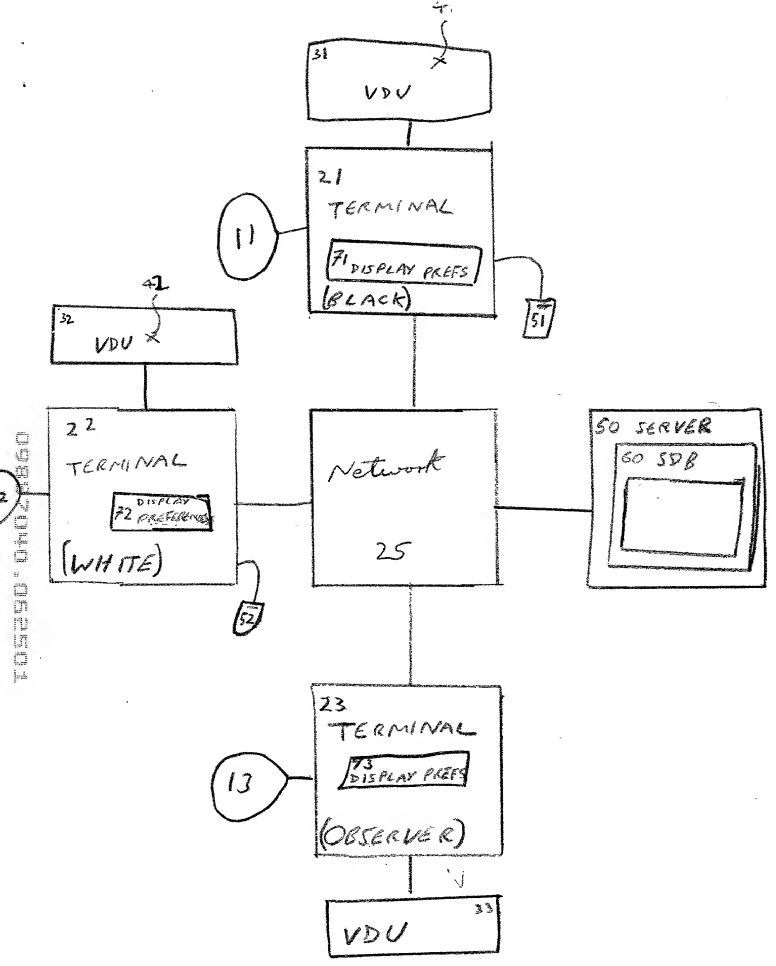
41
31
VDU
21
TERMINAL
11
71 DISPLAY PREFS
(BLACK)
51
41
32
VDU
22
TERMINAL
12
DISPLAY PREFERENCES
(WHITE)
52
Network
25
50 SERVER
60 SDB
23
TERMINAL
13
73 DISPLAY PREFS
(OBSERVER)
33
VDU

FIG. 1

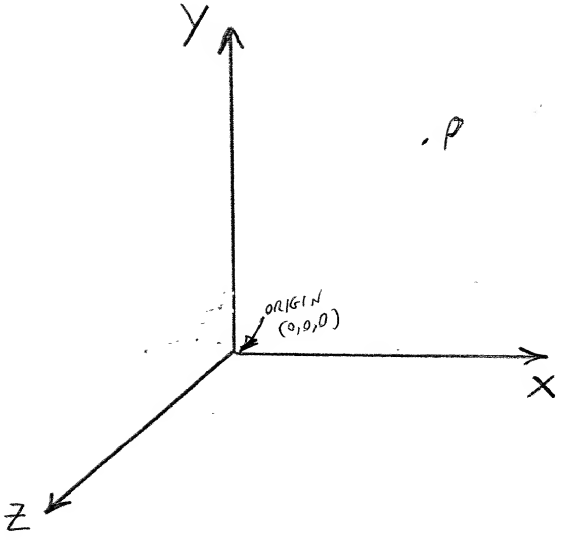


FIG. 2

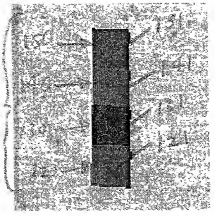


FIG. 3

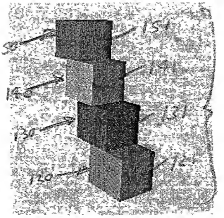


FIG. 4

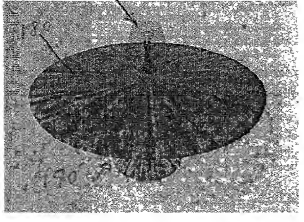


FIG. 5

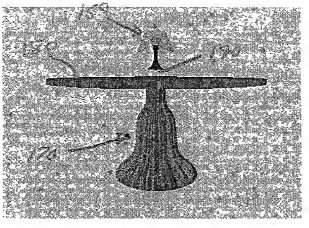


FIG. 6

Prior Art Virtual Object 800

visible appearance elements 810
centroid 815
bounding box 820

height 822
width 824
depth 826

function and behavioral aspects 830
an absolute position 840

**Fig. 7**

Virtual Object (with relative positioning mechanism) 900

visible appearance elements 910
preselected position 915
bounding box 920

height 922
width 924
depth 926

function and behavioral aspects 930
absolute position 940
relative positioning mechanism 950

**Fig. 8**

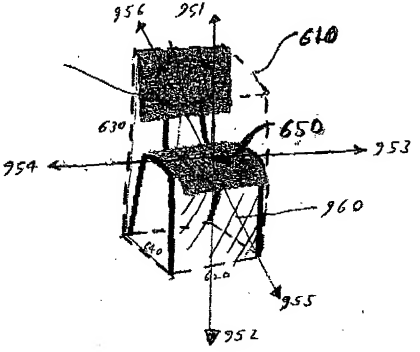


**Fig. 9**

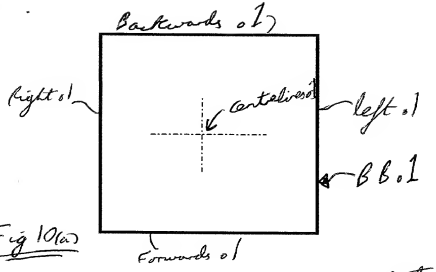


Fig 10(a)

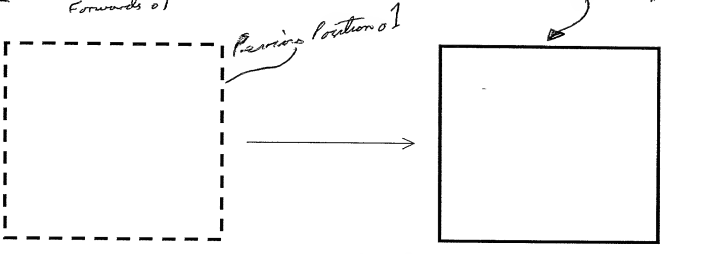


Fig 10(b)

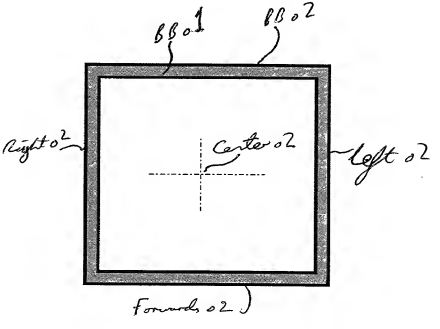


Fig 10(c)

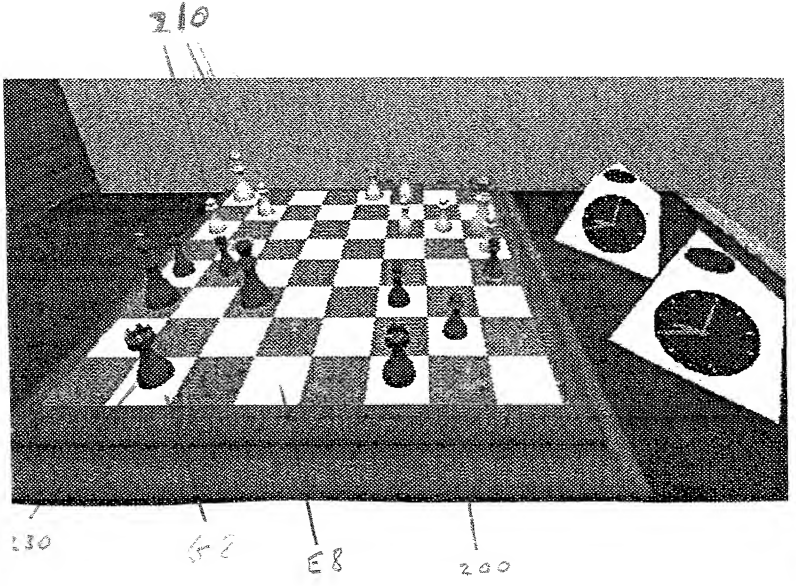


FIG. 11

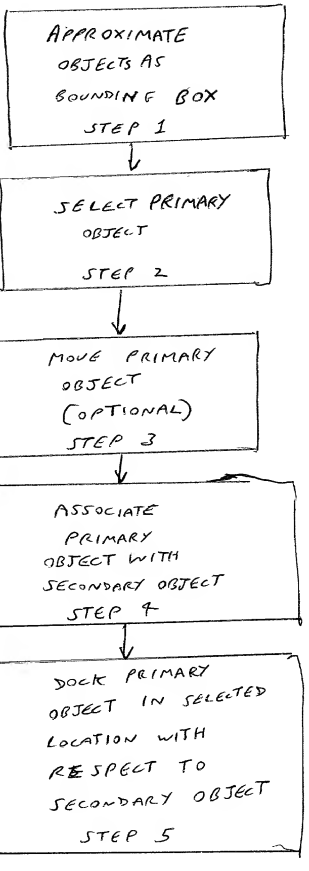
APPROXIMATE OBJECTS AS BOUNDING BOX
STEP 1
SELECT PRIMARY OBJECT
STEP 2
MOVE PRIMARY OBJECT (OPTIONAL)
STEP 3
ASSOCIATE PRIMARY OBJECT WITH SECONDARY OBJECT
STEP 4
DOCK PRIMARY OBJECT IN SELECTED LOCATION WITH RESPECT TO SECONDARY OBJECT
STEP 5

FIGURE 12

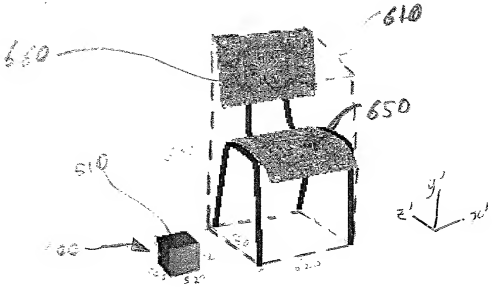


FIG-13

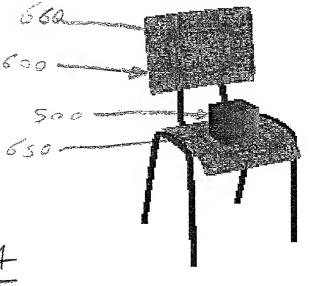


FIG. 14

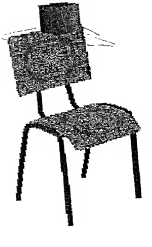

FIG. 15

08887040.062501

09889704 "062501

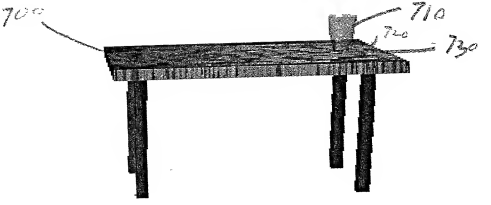


FIG. 16

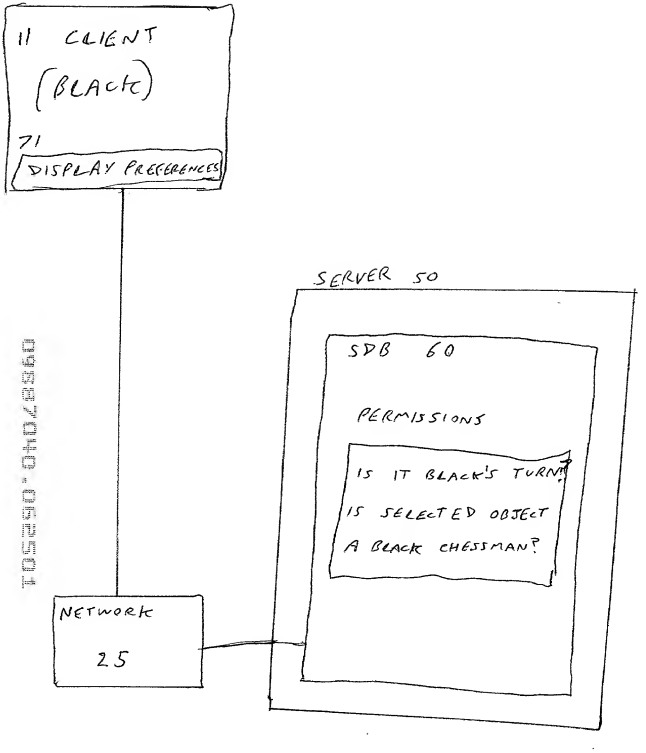
11 CLIENT
(BLACK)
71
DISPLAY PREFERENCES
SERVER 50
SDB 60
PERMISSIONS
IS IT BLACK'S TURN?
IS SELECTED OBJECT A BLACK CHESSMAN?
NETWORK
25

FIG. 17

09887040-062501

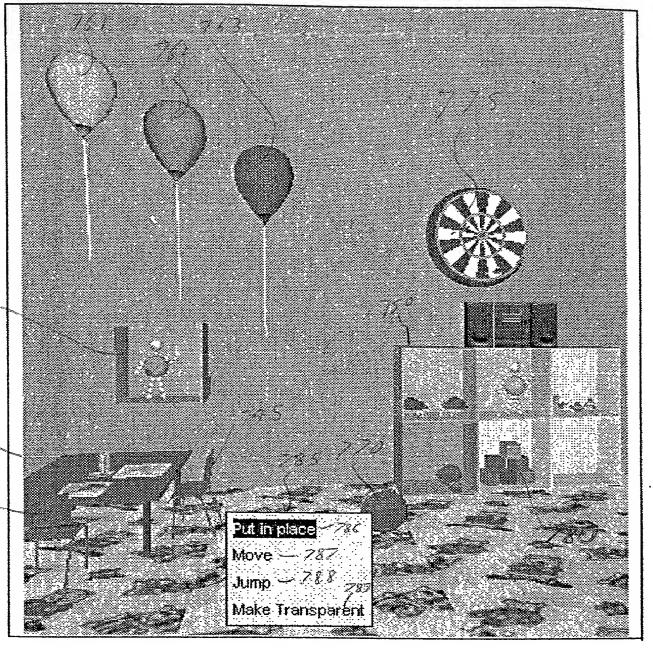


FIG. 18